

Objectives

- Practice modifying the DOM using the JavaScript Browser API.
- Listen for and react to element events that manipulate the DOM.

Requirements

1. Write a small web-based color picker in JavaScript.
  - Your program **MUST** be based on the `lab04_start.html` file provided.
  - Three `<input type="range">` elements are used for selecting values for red, green and blue in the range `[0, 255]`.
  - The `<span id="clr">` element should be used to display the selected color as an `rgb(...)` CSS value string.
  - The current color should be displayed as the `background-color` style attribute of the `<td id="swatch">` element.
2. Add one or more `<script>` elements to the HTML file that contains all required JavaScript code.
  - Hint: a single function can be defined and set as the event listener for all three `<input type="range">` elements.
3. The `<input type="range">` element has the following important characteristics.
  - The element dispatches a `'change'` event when its value is changed by the user.
  - The current selected value can be retrieved by accessing the `value` attribute of the element.
4. Wrap ALL your code in an IIFE. Your code must not define any new properties in the global object.
5. You **MUST** enter header comments in your JavaScript code including (1) your name, (3) description and or purpose of the assignment.
6. You **MUST** comment your code, explaining what you did in each section.
7. Submit the single HTML file using Canvas under the appropriate assignment.

Red:

Green:

Blue:

Color: `rgb(100, 100, 100)`



